## **AMENDMENTS TO THE CLAIMS**

- 1. (Original) A method of processing work units from client systems comprising:

  'allocating a plurality of processing slots based on respective priorities of the

  respective client systems; assigning work units to the plurality of processing slots;

  and sending the work units to the client systems for processing.
- 2. (Original) The method of claim 1, further comprising: receiving a high priority work unit from a first client; pushing current work units of the first client onto a client stack; and processing the high priority work unit by assigning the high priority work unit to the plurality of processing slots.
- 3. (Original) The method of claim 2, wherein allocating comprises: allocating a predetermined number of processing slots to process high priority work units.
- 4. (Original) The method of claim 3, wherein the predetermined number of processing slots approximately corresponds to a predetermined portion of the plurality of processing slots, and the plurality of processing slots varies based at least in part on availability of resources.
- 5. (Original) The method of claim 1, wherein the work units comprise network data packets.

Docket No.: 42390P10196 Application No.: 09/894,162 6. (Original) The method of claim 1, further comprising: re-prioritizing a first work unit in a client stack based at least in part on a second work unit being at least partially dependent upon the first work unit.

7. (Cancelled)

8. (Cancelled)

9. (Cancelled)

10. (Cancelled)

- 11. (Original) A method of processing multiple threads comprising: allocating a plurality of processing slots based on a priority of the multiple threads; assigning the multiple threads to the plurality of processing slots; sending the multiple threads out for processing; and filling the plurality of processing slots with new threads.
- 12. (Original) The method of claim 11 further comprising: receiving a first thread having a high priority; pushing an older thread on a stack; and allocating the first thread to the plurality of processing slots.

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- 13. (Original) The method of claim 12 further comprising: popping the older thread from the stack when processing resources become available.
- 14. (Original) An article comprising: a storage medium which stores instructions, the instructions, when executed, causing systems to: allocate a plurality of processing slots based on a priority of client systems; assign work units to the plurality of processing slots; and send the work units to the client systems for processing.
- 15. (Original) The article of claim 14, wherein the storage medium further comprises instructions, the instructions, when executed, cause systems to: receive a high priority work unit from a first client; push current work units of the first client onto a client stack; and process the high priority work unit by assigning the high priority work unit to the plurality of processing slots.
- 16. (Original) The article of claim 14, wherein the storage medium further comprises instructions, the instructions, when executed, cause systems to: re-prioritize a first work unit in a client stack at least partially based on a second work unit being at least partially dependent upon the first work unit.

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